



# AGGRESSIVE IN LINE™

INSTRUCTION BOOKLET

AKA  
Akkaim



NINTENDO  
GAMECUBE™

EmuMovies

**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

### **⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

### **⚠ WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

### **⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

### **⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

### **⚠ CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

### **CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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**THIS GAME SUPPORTS  
SIMULTANEOUS GAME PLAY  
WITH TWO PLAYERS AND  
CONTROLLERS.**



**THIS GAME REQUIRES A  
MEMORY CARD FOR SAVING  
GAME PROGRESS, SETTINGS  
OR STATISTICS.**



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT [WWW.ESRB.ORG](http://WWW.ESRB.ORG).

**TEEN**

**BLOOD  
STRONG LANGUAGE  
SUGGESTIVE THEMES**

LICENSED BY



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## 4

5. Press the **POWER** Button **ON** (important: make sure not to touch the Control Stick while doing so).



## TIMED RUN

Compete against the clock for the best score. See page 24 for details.

## MULTIPLAYER

Compete against a friend for frantic split-screen skating action. See page 24 for details.

## PARK EDITOR

Create your own levels to skate on. See page 26 for details.

## OPTIONS

Adjust these option settings:

### SAVE/LOAD

Access your Nintendo GameCube™ Memory Card to save and load game data.

### SOUND

Adjust sound effects, music and speech volumes. Press **←** on the + **Control Pad/Control Stick** to decrease volume, or **→** to increase volume.

### CONTROLLER

View default controls and change control configurations. There are three pre-set control schemes to choose from.

### MEDIA VIEWER

This is where various videos can be viewed once opened in Career mode.

### CREDITS

View the team behind Aggressive Inline.

### CHEATS

Input any cheats you've unlocked. *Warning: By inputting a cheat your player will be branded a Cheater.*

# SKATING BASICS

## THE CONTROLS

### CONTROLLER CONFIGURATION



To select menu options, press **←/→/↑/↓** on the + **Control Pad/Control Stick** to navigate the menus. Highlight the desired option and press the **A Button** to accept and the **B Button** to go back through the menu options.

## Gameplay Controls

- **JUMP** – Press and release the **A Button** to jump.
- **ACCELERATE/AUTO GAS** – Hold the **A Button** or **↑** on the + **Control Pad/Control Stick** to accelerate.
- **FAKIE SKATE** – Tap the **L Button** and **R Button** when skating to spin 180 degrees and skate fakie (backwards). Tap again to switch back to normal position.



- **TO CESS-SLIDE (REVERT)** – Press the **Z Button** to perform a Cess Slide. Use this move to switch to and from Fakie or when landing on a Vert Ramp to continue your combo chain. Try linking a cess slide into a manual.
- **FREELook** – At any time, you have the ability to look around the surrounding areas by maneuvering the **C Stick** ↑, ↓, ← and →.

## TRICKS

Tricks are the soul of Aggressive Inline. They are performed anywhere, but perhaps most impressively in the air. The Trick control allows you to modify tricks by pressing a different directional control while pressing the trick button. In addition, a series of button presses while a trick is in progress will allow you to flow from one trick into another and another. The idea is to combine a number of tricks consecutively into a spectacular chain that demonstrates both creativity and skating mastery (and earns you max points, too).

- **GRAB TRICKS** – While in the air, press the + **Control Pad/Control Stick** in any direction, then tap the **B Button**. Ex. ↓ + **B Button** = Rocket Grab.
- **FLIP/SPIN TRICKS** – While in the air, press the + **Control Pad/Control Stick** in two directions, then tap the **B Button**. Ex. ↓, ↑ + **B Button** = Bio Flip.
- **MODIFIED FLIP/SPIN TRICKS** – While in the air, press the + **Control Pad/Control Stick** in three directions, then tap the **B Button**. Ex. ←, →, ← + **B Button** = Method Flatspin.
- **WALLRIDES** – While in the air, you can perform a Wall Ride by holding ↓ on the + **Control Pad/Control Stick**, then pressing and holding the Jump button (**A Button**).

Wall Rides are active as long as the **A Button** is held. Once you release the **A Button**, you'll jump off of the wall.

- **MANUAL** – Tap ↑-↓ or ↓-↑ on the + **Control Pad/Control Stick** when skating or landing to perform a single toe or single heel manual. Use ↑ and ↓ on the + **Control Pad/Control Stick** to balance.
- **GRAB TRICK TWEAKS** – Holding the **B Button** longer will tweak (stretch out) the Grab trick providing the skater with even more points.
- **SPECIAL TRICKS** – You can earn special tricks by finding a power-up on each level.

## Action Button

Use the Action button (**X Button**) to interact with elements in your environment, such as spinning on poles, talking to people, skitching behind vehicles and even bailing out of crashes. All these maneuvers can be executed with the use of one button press. The Action button is context sensitive and reacts differently to different situations. For example, if you are near a vertical pole and press the **X Button** you will grab and spin around it, while if you are near a pedestrian and press the **X Button** you will talk to the pedestrian and receive a challenge.

- **VAULTING** – Skaters have the ability to vault over rails and out of vertical ramps by pressing the **X Button**. This enables the skater to launch high in the air to start off a new trick string or just launch out of a vertical ramp with style.
- **POLE SPINS** – The skater also has the ability to grab and spin around horizontal and vertical poles placed throughout all the levels by pressing the **X Button**. These poles are great for getting to hard and or secret areas otherwise unavailable through normal skating. When

skating near a horizontal or vertical pole, press the **X Button** (Action button). If it's a horizontal pole the skater will spin around up to three times then automatically release. Releasing the action button causes the skater to swing off the horizontal pole. The skater will jump off in various directions depending on which **Control Pad** you are pressing when you release the **A Button**. **↑** on the + **Control Pad/Control Stick** will shoot you higher and pressing **←** or **→** on the + **Control Pad/Control Stick** will launch you to the left or right.

- **SKITCHING** – The skater can grab onto any moving vehicle and be pulled through the world by pressing and holding the **X Button** when skating closely behind a vehicle. This enables the skater to be pulled around faster than they would normally be able to traverse the world. Cars, trucks, buses and even planes can be skitched.
- **BAILING** – The skater has the ability to bail out of tricks off of a quarter pipe or vert ramp. When no longer over a quarter pipe, simply press the **X Button**, which will reorient you to land. If you are too close to the ground you may not have enough time to execute the bail maneuver.
- **RECEIVING CHALLENGES FROM PEOPLE/OBJECTS** – Pressing the **X Button** next to a specifically highlighted person or object will reveal many of the challenges the skater needs to finish the game. A spinning orb above the person or object will highlight these challenges.

## GRINDING

Grinding is a huge part of Aggressive Inline. You can grind on practically any edge. A grind is performed by jumping up onto an edge (press and release the **A Button** to jump) or skating over an edge then holding the **Y Button** + a direction on the + **Control Pad/Control Stick**. Different grinds are performed depending on the direction pressed. For example, pressing the **Y Button** + **↑** on the + **Control Pad/Control Stick** is a Soul grind.

### MODIFYING GRINDS

Inputting another grind with the + **Control Pad/Control Stick** when in an existing grind will modify the grind, allowing you to switch to any other non-special grind in the game.

### SWITCH STANCE

Using the **↓** direction modifier switches the stance of the new grind. For example, if the player performs a normal Soul where his right foot is the lead, using the switch modifier mirrors the motion so that his left foot is the lead foot.

With the exception of Special Grinds (Double, Hand, Specials), all grinds fall into two categories: *Frontside* and *Soul*. *Frontside* oriented grinds are perpendicular to the rail.

### SWITCH

While on the rail it is possible to perform a "switch" version of any grind. For example, pressing **→** on the + **Control Pad/Control Stick** and the **Y Button** will perform a Miszoou grind. To perform a "switch" version of a Miszoou grind you will need to press **↓** on the + **Control Pad/Control Stick** before you input the Miszoou grind. So a switch Miszoou would be **↓, →, Y**. Keep in

mind this must be done while already in a grind and can be done with ANY Grind. Even double direction grinds!

## ALLEY-OOP

While on the rail it is also possible to perform an "Alley-oop" version of any grind. For example, pressing **←** on the + **Control Pad/Control Stick** and the **Y Button** will perform a Pornstar grind. To perform an "Alley-oop" version of a Pornstar grind you will need to press **↑** on the + **Control Pad/Control Stick** before you input the Miszou grind. So an Alley-oop would be **↑, ←, Y Button**. Keep in mind this must be done while already in a grind and can be done with ANY Grind. Even double direction grinds!

## Grind Tricks

The skater has the ability to enter one or two **Control Pad** inputs to execute a grind.

## SINGLE DIRECTION GRINDS

GRIND NAME	DIRECTIONAL CONTROLS	Y BUTTON
Frontside Grind	No Direction	+ Y
Soul Grind	↑	+ Y
Pornstar Grind	←	+ Y
Miszou Grind	→	+ Y
Royale Grind	↓	+ Y
Fastslide Grind	↖	+ Y
Backslide Grind	↗	+ Y
Fishbrain Grind	↘	+ Y
Makio Grind	↙	+ Y

## DOUBLE DIRECTION GRINDS

GRIND NAME	1 <sup>st</sup> DIRECTIONAL CONTROL	2 <sup>nd</sup> DIRECTIONAL CONTROL	Y BUTTON
Torque Soul	←	↑	+ Y
Soyale	←	←	+ Y
X	←	→	+ Y
Acid Soul	←	↓	+ Y
Freestyle Frontslide	←	↖	+ Y
Freestyle Backslide	←	↗	+ Y
Freestyle Fishbrain	←	↘	+ Y
Freestyle Makio	←	↙	+ Y
Wonder Grind	→	↑	+ Y
Sweat Stance	→	↓	+ Y
Mistrial	→	→	+ Y
Unity	→	←	+ Y



# STARTING GAMES

The first thing to consider once you've selected your game mode is which skater you wish to control.

## PLAYER SELECTION



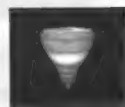
You can select any of the available skaters to control, including any secret skaters. Each skater's starting attributes appear on this screen, along with rankings and other in-game performance stats. Once you select a player in Career mode, you skate using that player through all the levels.

## ATTRIBUTE SYSTEM

Aggressive Inline incorporates a Dynamic Attribute system, which is a direct reflection of the skater's actions within the career mode of the game. When a player performs in the world they are awarded with experience points that build up the players 7 attribute categories. Experience points are not only offered for various skating performances, they're also awarded for completing challenges in the game.



Each attribute can be highlighted by pressing **↑/↓** on the **+ Control Pad/Control Stick**. The bottom of the attribute screen states how many points are needed to move up to the next attribute level i.e. 1,500/10,000. The number to the right of the attribute states the attribute level. Ex. LV2 for Level 2.



### SPIN:

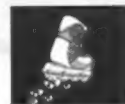
The amount of rotations while in the air state builds this attribute.

### RESULT:

Provides faster spin.

### XP POINTS:

Earn extra points for each 360 spin.



### GRIND:

The length of time of a grind determines this attribute.

### RESULT:

Provides better balance for grinds and stalls.

### XP POINTS:

Points increase the longer the grind time. Promotes transfers.



### MANUAL:

The length of time of a manual determines this attribute.

### RESULT:

Provides better balance.

### XP POINTS:

More points the longer the manual.



### JUMP:

The number of tricks performed in the air-state determines this attribute.

### RESULT:

Higher jumping ability.

### XP POINTS:

Depends on total trick points.

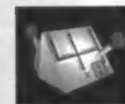


### SPEED:

The number of tricks player does while juiced determines this attribute.

### RESULT:

Faster speed.

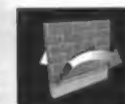


### FAKIE:

The number of tricks you perform Fakie determines this attribute.

### RESULT:

Faster speed and higher jump while fakie.



### WALLRIDES:

The length of time player Wallrides determines this attribute.

### RESULT:

Less gravity means longer Wallrides.

# LEVELS

After selecting your player, you will choose a level to skate. There are 7 huge levels to skate on, each more wicked than the last. Start out in the Tutorial level to get a good grasp on the basic controls and maneuvers. As you progress in the game, you will unlock extra levels.

## Tutorial



The Tutorial level teaches skaters the basics needed to get the job done. It's recommended that all newbies play through the Tutorial mode before entering the career mode.

## LEVEL 1: MOVIE LOT



Your 1st level in the Career mode takes you through the city streets and into the movie lot. A haunted house movie is in production on the set. Hang out outside and learn the basics and find all the huge lines, then take it inside the studio and get rid of all those ghosts.

## LEVEL 2: CIVIC CENTER



Things get a little more interesting as you skate around this huge indoor and outdoor city. A beautiful nighttime setting, good for a nice roll through the huge outdoor skate park. Light off a couple of fireworks while you're at it.

## LEVEL 3: INDUSTRIAL PLANT



Ever see how a car is made? Well now you have the chance to skate this massive indoor/outdoor auto manufacturing plant. Check out the robotic arms welding cars together, stop and build a skate park or watch some crash test dummies go for a ride. Don't forget to wear your seatbelt.

## LEVEL 4: BOARDWALK



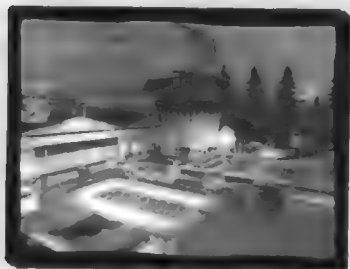
Ahhhh! A nice sunny roll along the boardwalk! Watch out for that clown Mr. Bonkers. Take a ride on the ferris wheel or simply skitch a ride on the roller coaster. This level rocks! Bring a barf bag!

## LEVEL 5: TUNA CANNERY



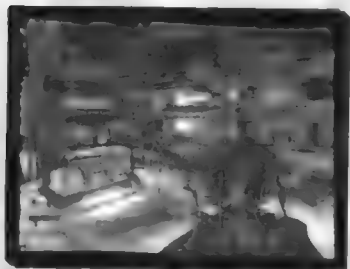
Nothing like the smell of rotting fish in the morning breeze! Take a roll on a fishing boat or check out the workings of a fully functional cannery, smell and all. Don't forget to check the freezer for some Park Editor goodness.

## LEVEL 6: AIRFIELD



Didn't mommy ever tell you that skating, thunder, lightning and a bit of rain don't mix? Sometimes you just have to do what's wrong. Pull some awesome tricks, get a little wet, skitch behind a plane, find some insane grind lines and blow up a couple of balloons. Who could ask for more than that!

## LEVEL 7: MUSEUM



Did someone say marble floors, dinosaurs, multi level, planetarium, warehouse, tar pits, flying pterodactyls, burglars, insane transfers, and, and, and! This level will take all your skills to master!

## CHALLENGES



Each level has several challenges (tasks), each of which must be accomplished in order to beat the current level. Every level has between 20 and 35 challenges to complete. Not all will need to be beaten to move onto the next level, but your life won't be complete unless you beat them all and open up the vast secrets in the game. Each challenge has a point value attached to it. The challenge screen will tell you how many points are needed to unlock specific goals and unlock the next level.

Some challenges are open when you enter the level and others are assigned by people (challenge assigners). Challenge assigners are indicated by a glowing "bubble" displayed above them. Pressing the Action button when you encounter a challenge assigner will display the challenge.

You can view the challenges for a level by pressing **START** to pause the game and selecting Challenges from the menu. Highlighting a challenge by pressing **↑** or **↓** on the + **Control Pad/Control Stick** allows even more options. Press the **A Button** when any challenge is highlighted to get more detail on that challenge. Aggressive Inline provides fly-throughs of some challenges. The fly-throughs can be accessed from the main challenge menu or the detailed challenge menu by pressing the **X Button**. Challenges with fly-throughs are marked with a little camera icon next to the challenge text. Pressing the **R Button** will

bring up a challenge summary menu which gives you an overview of how many challenge points you've earned, secrets you've opened and how many challenge points you need to reach the next level. Only basic challenges will be readily available to the skater on the menu. All blank challenges will only appear after talking to an objective giver.

## ICONS

Good bye level timer! Skate as long as you like on a level as long as you can keep your Juice meter up. Juice is the amount of energy you have to exert. You can increase your juice by skating well, collecting juice box powerups, and finding Juice Meter extend powerups.

There's 3 different Juice box pickup types on each level, Green, Purple and Yellow.



The **Green Juice Box** powerup gives the skater 50% juice.



The **Purple Juice Box** powerup gives the skater 100% juice.



The **Yellow Juice Box** powerup gives the skater a juice extend which extends the length of the juice meter. This means the player has more On fire time to pull secret tricks and longer extra speed.



**Key** – Unlocks a hidden area on another level.



**Attribute up** – There are seven attribute icons (Jump icon is shown). Each improves a particular skill by one level. See pages 14-15 for details. There is one hidden attribute icon in every level.



**Special Trick** – Each level has one hidden special trick icon in the form of a particular skater's head. Collecting this will let you perform that skater's secret trick.

## Juice Meter

The juice meter appears in the upper left of the screen. When your juice meter is full, you're on fire and flames will fly from your skates. When you're fully juiced all your secret tricks are accessible, and you will also have access to extra speed. When your juice meter is empty, you're out of energy and the game is over. You can continue by losing up to 100,000 points.

## SCORING

Your score consists of points for challenges met and points for tricks performed. Points are multiplied according to difficulty, and the number and kind of tricks chained together. The longer the chain, the higher your score.



## GAME DISPLAY



1. CURRENT SCORE THIS RUN

2. CHALLENGE SCORE

3. BALANCE METER

4. TRICK NAME

5. SCORE MULTIPLIER

6. TRICK SCORE

7. TIMER

8. JUICE METER- The juice meter starts out half way full (we're optimists), and the level rises or falls depending on your performance. You can also raise the level by collecting juice powerups. When the meter is empty, the game is over.

## PAUSE MENU

You can pause the game at any time during play by pressing **START**. You will see these choices:

**RESUME GAME** Return to play where you paused the game.

**CHALLENGES** View the current challenges for the level, and see which ones you've completed and which remain to do.

## ATTRIBUTES

View your current skater's attribute levels.

## SAVE

Save your current progress to a Nintendo GameCube™ Memory Card.

## VIEW LOOT

View the various juice powerups you've collected so far.

## TRICK LIST

View a list of various trick controls.

## EXIT GAME

Quit the current run and return to the main menu.

## SOUND OPTIONS

Allows you to raise/lower SFX, Music and Speech Volume. You can also press the **R Button** within the sound options menu to bring up the music playlist. This allows you to choose any track you wish to hear. You can also disable any tracks you don't wish to hear.

## GAME MODES

### CAREER

#### Tutorial

Start out by mastering the basics in the Tutorial mode. There are over 20 lessons. Once you've completed all of them you'll be ready to take on all the challenges of a full career. If you want to review a particular tutorial topic or challenge, press **START** to pause the game and bring up the tutorial menu. You can then scroll to the desired topic and press the **A Button** to resume the mode on that topic.

### FREESKATE

In Freeslate mode, you practice your stuff on any available level, without the distraction of timed runs.

You're free to roam, wander and wreck with abandon. You don't have to worry about the juice meter in this mode, it will not run out and you can still fill it up. You can also still get extra speed and open your secret tricks when it's filled! You can not build your attributes in Freeski mode.

## TIMED RUN

A Timed Run gives you a chance to test your skills against the clock. Not that others aren't timed. Just that this one is even more timed. Ok, that's not true. There's a lot of tension in timed events. In some players a timed run brings out their best, grace under pressure and increased performance. In others, it causes hives and anxiety, if not outright panic. This can happen to the same player! Shock the world by showing you have the patience and skill to master the Timed Run!

## MULTIPLAYER

Join up with a pal for intense head-to-head skating action. In Multiplayer games, a split screen display is used, with player 1 on the left and player 2 on the right. Only certain unlocked levels are available for play.

### MULTIPLAYER MENU

<b>Most Points</b>	The winner is the player with the highest score at the end of a run.
<b>Best Trick</b>	Best trick here means which skater can perform the most amazing skating stunt. It's a battle for top trick score.
<b>Egg Hunt</b>	Someone somehow has planted a number of secret items in the game! Your task here is to skate around and find the different items hidden on various levels. Be resourceful and search thoroughly!

### Twenty One

Find the cards on the levels. Closest player to twenty-one without going over at the end of the timer wins. Knock the other guy over and he loses his cards.

### Animal Rescue

Like a brave fireman, you have a chance to rescue animals and bring them to justice. Or safety. Anyway, it's a pretty nice thing to do, and the more critters you rescue, the more your opponent will whimper.

(You can also access Options, High Score, Level Select and Exit Game from this menu.)

## GAMEPLAY TIPS

- Perform tricks while Fakie (backwards) for higher trick scores.
- Tweak (hold) Grab tricks for bigger trick scores.
- Vault out of vertical ramps to start your trick chain earlier.
- Try to trick into and out of every grind.
- Use Special tricks for bigger scores.
- Make sure to add spins to your tricks for extra score multipliers.
- Every trick in a combo adds to your multiplier.
- Use manuals to keep your combo going across flat ground sections.
- Use Cess-slides to keep your combo going from big air tricks off ramps.
- Fill your juice meter to gain extra speed and allow access to your secret tricks.
- Look for Secret keys in each level that unlock hidden areas on other levels.
- Look for Secret hidden attribute icons on each level to help boost your skills.

# PARK EDITOR

The Park Editor allows you to create your own awesome areas to compete in.

## Player Select

First, choose a player to test your level by skating on it with the selected skater.

## Apron Select

Choose the basic apron style for your level. The apron is the area surrounding the main skate floor, the setting for your future glories. You can choose aprons that reflect the themes from the various unlocked levels.

### CREATING A LEVEL

The object is to create a park that is fun and challenging over multiple runs. You may have different ideas, of course. You may enjoy creating impossible parks, or pathetically easy ones. Whatever you're in the mood for is what you can make.

There are many, many park pieces to chose from. We stopped counting them after 10, but if it's raining today you may wish to take up where we left off. Or not. The important thing is that you can place and manipulate these many pieces to your exacting standards until you've created a park that is second to none. Or only to a few. Our crew is pretty good.

# EDITOR CONTROLS

<b>A Button</b>	Place Piece
<b>X Button</b>	Rotate Piece 90
<b>Y Button</b>	Delete Piece
<b>B Button</b>	Not Used
<b>+ Control Pad</b>	Toggle Category
<b>Control Stick</b>	Move Piece
<b>↑ ↓ ← → C Stick</b>	Rotate Camera
<b>L/R Button</b>	Zoom In/Out
<b>Z Button</b>	Terrain Tool

### To Delete a Piece

Pressing the **Y Button** when a park piece is highlighted will delete that piece from your park.

### Terrain Tool

You can raise or lower the height of the terrain via pressing the **A Button** when in Terrain Tool Mode and pressing the **Control Stick** **↑** or **↓**. To get into the Terrain Tool mode press the **Z Button** at any time or scroll the categories section by pressing **←** and **→** on the **+ Control Pad** until you get to the Terrain Tool. You can release terrain grabbed via pressing the **X Button**.

### Testing A Park Level

You can test your creation before you save it. Select Test Run and press the **A Button** to test play the currently loaded park. To test a saved park, you can select any saved park and press the **A Button**.

## Editor Pause Menu

Pressing **START** while in the Park Editor will bring up a menu with these choices:

**Continue** – Return to the editor and continue creating your park.

**Test Run** – Drop the skater into the park and test out what you've created.

**Save Park** – Save current park to the memory card.

**Load Park** – Load a previously saved park from a Memory Card.

**Clear Park** – Delete ALL the ramps placed in the current park.

**Sound Options** – Adjust available sound options.

**Exit Editor** – Quit the level editor and return to the main menu.

## Table 1: Grabs

TRICK NAME	DIRECTIONAL CONTROLS	B BUTTON
Abstract	↑	+ B
Rocket Grab	↓	+ B
Meliod Grab	←	+ B
Stale Air Grab	→	+ B
L.K. Grab	↖	+ B
T-Bone Grab	↗	+ B
Look Back Judo	↘	+ B
Parallel That Grab	↙	+ B

## Table 2: Flip/Spin Tricks

TRICK NAME	DIRECTIONAL CONTROLS	B BUTTON
Front Flip	↑ ↑	+ B
Back Flip	↓ ↓	+ B
(Counter-Clockwise) Flatspin	← →	+ B
(Clockwise) Flatspin	→ ←	+ B
Hot Flip	← ←	+ B
Misty Flip	→ →	+ B
McTwist/Berani Flip	↑ ↓	+ B
Bio Flip	↓ ↑	+ B



# Table 3: Modified Flip/Spin Tricks

TRICK NAME	DIRECTIONAL CONTROLS	B BUTTON
Abstract Front Flip	↑ ↑ ↑	+ B
Rocket Front Flip	↓ ↑ ↑	+ B
Method Front Flip	← ↑ ↑	+ B
Stale Front Flip	→ ↑ ↑	+ B
Abstract Back Flip	↑ ↓ ↓	+ B
Rocket Back Flip	↓ ↓ ↓	+ B
Method Back Flip	← ↓ ↓	+ B
Stale Back Flip	→ ↓ ↓	+ B
Abstract (Counter-Clockwise) Flatspin	↑ ← →	+ B
Rocket (Counter-Clockwise) Flatspin	↓ ← →	+ B
Method (Counter-Clockwise) Flatspin	← ← →	+ B
Stale (Counter-Clockwise) Flatspin	→ ← →	+ B
Abstract (Clockwise) Flatspin	↑ → ←	+ B
Rocket (Clockwise) Flatspin	↓ → ←	+ B
Method (Clockwise) Flatspin	← → ←	+ B
Stale (Clockwise) Flatspin	→ → ←	+ B
Abstract Hot Flip	↑ ← ←	+ B
Rocket Hot Flip	↓ ← ←	+ B
Method Hot Flip	← ← ←	+ B
Stale Hot Flip	→ ← ←	+ B
Abstract Misty Flip	↑ → →	+ B
Rocket Misty Flip	↓ → →	+ B
Method Misty Flip	← → →	+ B
Stale Misty Flip	→ → →	+ B
Abstract McTwist/Abstract Berani Flip	↑ ↑ ↓	+ B
Rocket McTwist/Rocket Berani Flip	↓ ↑ ↓	+ B
Method McTwist/Method Berani Flip	← ↑ ↓	+ B
Stale McTwist/ Stale Berani Flip	→ ↑ ↓	+ B
Abstract Bio Flip	↑ ↓ ↑	+ B
Rocket Bio Flip	↓ ↓ ↑	+ B
Method Bio Flip	← ↓ ↑	+ B
Stale Bio Flip	→ ↓ ↑	+ B

## SKATER GALLERY

Meet some of the greatest inline masters of all time.



### Shane Yost

NickName: "Taz Devil"

Born: Tasmania, Australia

Birthdate: 07/06/1977

Height: 5 ft 8 in

Weight: 158 lbs.

Hometown: Launceston, Tasmania, Australia

Occupation: Pro Skater

Marital Status: Single

Participant since: 1995

Competitor since: 1996



### Taïg Khris

Born: Algeria

Birthdate: 07/27/1975

Height: 5 ft 9 in

Weight: 169 lbs.

Hometown: Paris, France

Occupation: Pro Skater/ Skate Shop

Owner/ Ramp Company Owner/

Club Med Consultant and Owner of

Taïg Khris Ramp School

Marital Status: Single

Participant since: 1996

Competitor since: 1996



## Franky Morales

**Born:** Miami, FL, USA  
**Birthdate:** 05/03/1983  
**Height:** 5 ft 7 in  
**Weight:** 140 lbs.  
**Hometown:** Miami, FL, USA  
**Occupation:** Pro Skater  
**Marital Status:** Single  
**Participant since:** 1995  
**Competitor since:** 1996



## Matt Lindenmuth

**NickName:** "Lindy"  
**Born:** Kutztown, PA, USA  
**Birthdate:** 03/01/1981  
**Height:** 5 ft 6 in  
**Weight:** 150 lbs.  
**Hometown:** Kutztown, PA, USA  
**Occupation:** Pro Skater  
**Marital Status:** Single  
**Participant since:** 1990  
**Competitor since:** 1994



## Chris Edwards

**NickName:** Mighty  
**Born:** Escondido, CA, USA  
**Birthdate:** 12/22/1973  
**Height:** 5 ft 6 in  
**Weight:** 163 lbs.  
**Hometown:** Escondido, CA, USA  
**Occupation:** Pro Skater  
**Marital Status:** Single  
**Participant since:** 1986  
**Competitor since:** 1994



## Sven Boekhorst

**Born:** Den Bosch, Holland  
**Birthdate:** 06/19/1980  
**Height:** 5 ft 6 in  
**Weight:** 137 lbs.  
**Hometown:** Den Bosch, Holland  
**Occupation:** Pro Skater / Student  
**Marital Status:** Single  
**Participant since:** 1995  
**Competitor since:** 1995

*Sven is the 2000 ASA World Street Champion and the 2000 ASA number one ranked street skater in the world.*



## Jaren Grob

**NickName:** "The Monster"  
**Born:** Provo, Utah, USA  
**Birthdate:** 08/23/1981  
**Height:** 5 ft 7 in  
**Weight:** 160 lbs.  
**Hometown:** Orem, Utah, USA  
**Occupation:** Pro Skater  
**Marital Status:** Single  
**Participant since:** 1992  
**Competitor since:** 1994



## Matt Salerno

**Born:** Sydney, Australia  
**Birthdate:** 09/04/1978  
**Height:** 5 ft 7 in  
**Weight:** 143 lbs.  
**Hometown:** Sydney, Australia  
**Occupation:** Pro Skater / Music DJ  
**Marital Status:** Single  
**Participant since:** 1993  
**Competitor since:** 1995



## Eito Yasutoko

**NickName:** "Eight"

**Born:** Osaka, Japan

**Birthdate:** 07/29/1983

**Height:** 5 ft 8 in

**Weight:** 143 lbs.

**Hometown:** Toyonaka, Osaka, Japan

**Occupation:** Pro Skater

**Marital Status:** Single

**Participant since:** 1992

**Competitor since:** 1995



## Sam Fogarty

**Born:** Melbourne, Australia

**Birthdate:** 10/11/1980

**Height:** 5 ft 9 in

**Weight:** 170 lbs.

**Hometown:** Melbourne, Australia

**Occupation:** Pro Skater

**Marital Status:** Single

**Participant since:** 1992

**Competitor since:** 1995



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